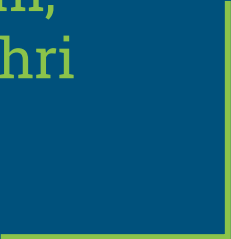




GW DELIVERY



By Angeline Rosato, Arjun Malkani,
Younghwan Choi and Tarek El Mehri



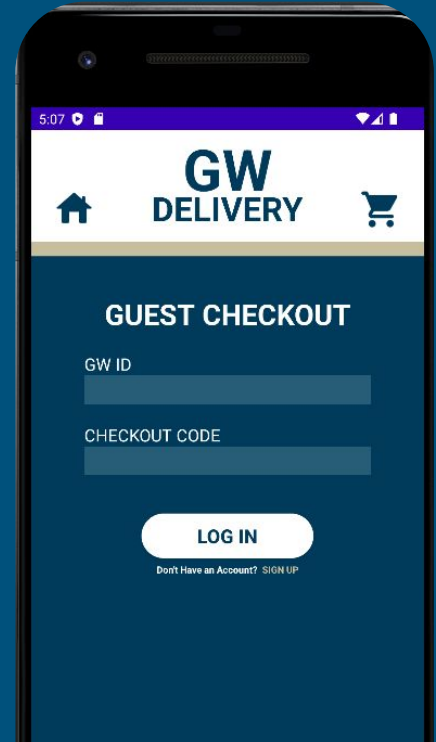
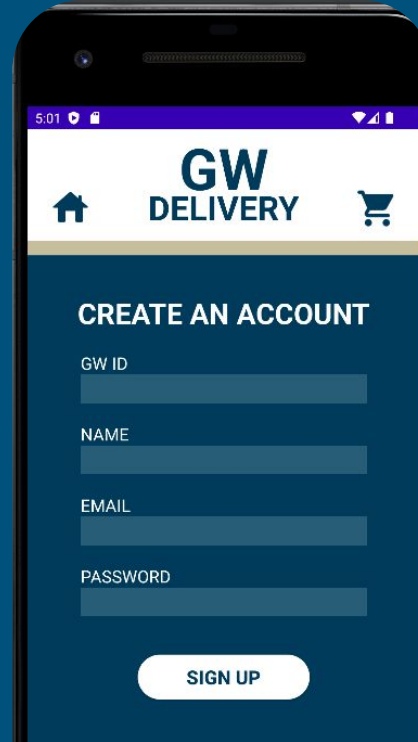
Business Problem

At GW, many students struggle to find affordable options when they need the convenience or contactless advantage of food delivery apps. Furthermore, food delivery apps lack the option for students to use their GWorld card as a payment mechanism for their orders.



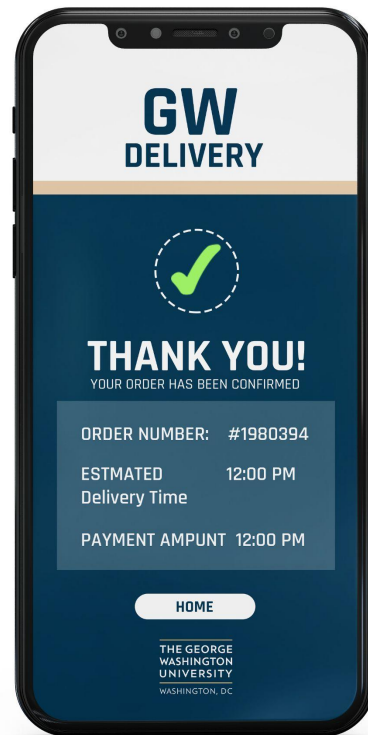
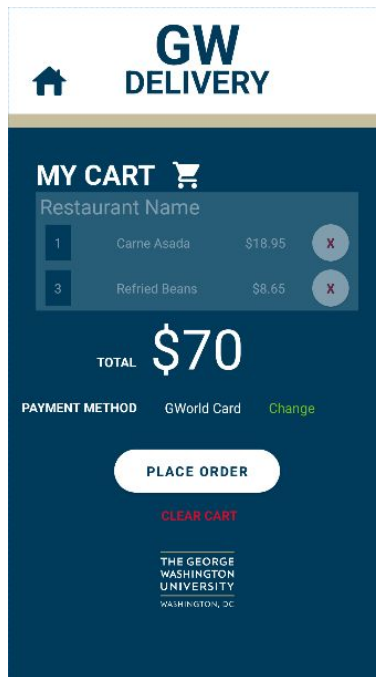
A Food Delivery App Made By Students, For Students

GWorld card as a main payment method - use your Dining Dollars or Colonial Cash for food delivery!



Order from Local Restaurants near Campus

Figma Demo



Development Process

Planning

Defining project goals and app objectives as well as identifying project challenges

Analysis

Strategizing the development plan

Design

Deciding which pages to design, how they should be designed, and a general idea of how they should function

Testing & Development

Using Android Studio and Github to write and collaborate on the code that would bring our app to life

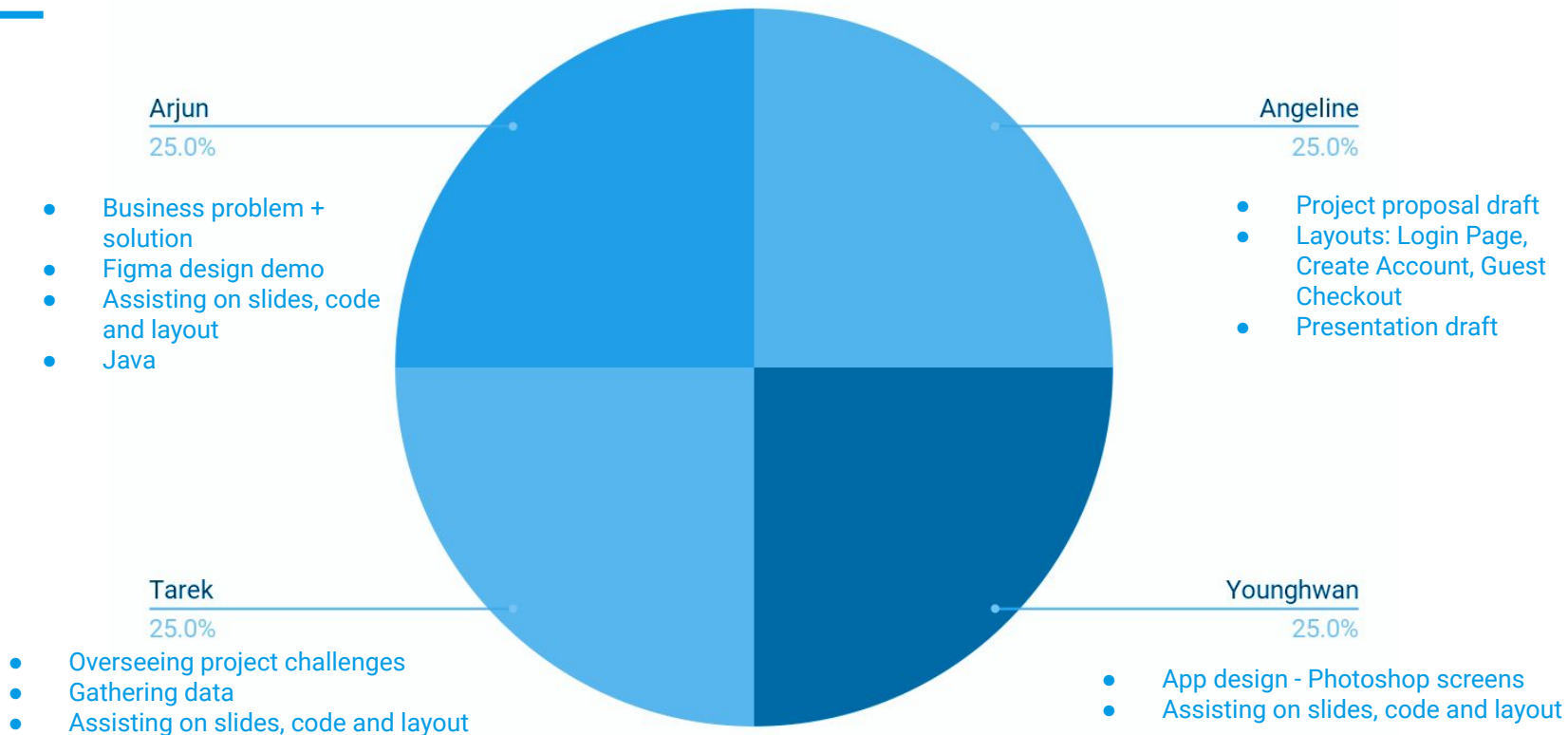
Wrapping it Up

Completing the app's code, design, and functionalities and preparing the final deliverables

Project Challenges

- User-based sessions
- Page / app functionality
- Implementing Java efficiently and effectively
- Making sure the app runs perfectly with no interruptions/bugs
- Completing project requirements within given timeline

Distribution of Design



Thank You!



Questions?